

EDCompass newsletter

News and resources for educators using SMART products

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A NOTE FROM THE EDITOR

Welcome

If you teach in early education, you have the pure joy of helping to influence, guide and inspire young minds and to prepare your students for a lifelong journey of learning, growing and, you hope, succeeding. In that moment your students realize they "got it," confidence and pride builds in them and the road to achievement begins. And all this can happen when you use SMART products to inject fun into the learning process. When students are having fun, they remain engaged and motivated without even realizing they're learning – it just happens.

In this issue, you can read about tools and resources to help you engage your students at an early age and keep them engaged. From SMART products that are designed specifically for early learners to ready-made lessons and question sets for K–3 classrooms to best practices and real classroom experiences from early education teachers, we hope this issue offers new and inspiring ideas that complement your own.

As always, if you have comments about *EDCompass*™ newsletter or any of the information featured in this issue, we'd love to hear from you. Please e-mail your feedback to newsletters@smarttech.com.

THIS MONTH'S POLL

What percentage of time do you spend on the Internet when using your SMART Board™ interactive whiteboard?

[Vote now](#)

NOTES FROM THE FIELD

The Magic of a SMART Board Interactive Whiteboard in Kindergarten

By Cindy Savio

Cameron Elementary School
Alexandria, Virginia



It can be difficult to hold the attention of early education students. But in my classroom, the SMART Board interactive whiteboard keeps the attention of all my kindergartners because it's dynamic for teaching kindergarten concepts and because children today are all familiar with, and delight in, digital devices.

The SMART Board interactive whiteboard is indispensable when I observe there is a concept the children do not understand. For example, when I introduced subtraction, I could see they did not understand the concept of counting down. I developed a lesson where items are discarded into a trash can. Each child comes up to the interactive whiteboard and moves a said amount of items into the trash can and then writes the math equation. After doing this several times and accessing an Internet site via the interactive whiteboard for further practice, all the children were able to demonstrate that they could subtract by themselves. It was an "aha" moment!

I must say, there is a magical component to doing this sort of activity on a SMART Board interactive whiteboard. The act of removing a virtual apple from the group and having it disappear into the virtual trash can is far more effective than an exercise using actual apples. The SMART Board interactive whiteboard makes the experience fun, and the children appreciate that they are playing a digital game.

The SMART Board interactive whiteboard can be part of everything you do throughout the day. From using it for the morning message, the calendar or the daily poetry reading to graphing favorite colors or reviewing alphabet letters and sounds to watching Martin Luther King Jr.'s "I have a dream" speech, the interactive whiteboard brings each event to life. I use it to introduce, practice and assess lessons for every child, in both large and small groups. I close each day by using the name picker to choose the star of the day! And that's just another fun, effective and magical day with the SMART Board interactive whiteboard in my kindergarten class.

SMART Notebook™ Lesson Activities



Find a comprehensive database of [K–12 lesson activities](#) on the SMART Exchange™ website. The activities, many of which are standards correlated, are created by classroom teachers or SMART’s team of curriculum resource developers.

Try one of the following SMART Notebook lessons with your early education students.

March Madness

K–3 students can participate in this fun spring activity as they practice word-picture association, picture matching, spelling, decoding, word attack and picture sorting.

The Ants Go Marching

Kindergarten students can learn how to count to 10 using “The Ants Go Marching” song. Fun activities are also included at the end.

Morning Meeting

Second-grade students can take attendance, learn how to count and order things, and learn the time of day, days of the week, the months and seasons. This is an all-around activity that is fun for you and your students.

Scrambled Easter Eggs

K–3 students can learn how to count by 2s, 5s and 10s.

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SMART Products Kick-Start Early Learning

Once you begin to use SMART products in your classroom, you’ll discover all the ways you can get young students excited about learning. Before you know it, you’re preparing them for a lifetime of achievement – in school and beyond.

The **SMART Table™ interactive learning center** is the world’s first multitouch, multiuser interactive learning center designed specifically for early education. The SMART Table offers a novel approach to collaboration and has struck a chord with students and educators across North America and the UK. Early learners are drawn to its surface, and they can get started with hands-on, collaborative activities with very little help, thanks to the intuitive interface and the visual and audio prompts. Students use natural gestures to manipulate objects on the screen, so they can instinctively shrink a giraffe or toss the Eiffel Tower.

And thanks to the SMART Table Toolkit, you can access ready-made activities, adapt existing activities or create entirely new ones. As students learn and grow, you can refine activities to keep the class challenged and engaged. You can also find a growing number of ready-made activity packs and applications for the SMART Table on the [SMART Exchange website](#).

Check out a [special report](#) on the SMART Table that discusses how to make early learning fun.

The **SMART Response™ LE interactive response system** was specifically designed for young learners who may or may not be able to read. You can assess student understanding by allowing them to respond to simple questions using the handheld wireless remotes (or clickers), which are equipped with five large, colorful buttons and an LCD screen that displays easy-to-understand icons instead of words. The tactile nature of the buttons automatically engages young learners.

You can integrate interactive questions, quizzes and assessment activities into your lessons and the results can be displayed as graphs on a SMART Board interactive whiteboard. The system supports three types of questions – multiple choice, true or false and yes or no. You can create and ask questions spontaneously to gauge comprehension and then adjust your teaching accordingly.

Extra reading

Take a look at this article, [The Digital Whiteboard: A Tool in Early Literacy Instruction](#), where the author discusses how an interactive whiteboard created a natural learning environment for her first-grade early literacy students.



Play on the *EDCompass* Blog for Your Chance to Win!

We're holding our first contest on the new *EDCompass* blog, and we want you to win. Over the next four weeks, puzzle pieces will reveal part of a SMART product, and your job will be to guess what it is. Each week, a different puzzle will appear, so you'll have four chances to win. All you need is one right answer to be in the running.

[Visit](#) the blog now for terms and conditions and to enter your guess for the first puzzle!

Subscribe to the *EDCompass* blog through the [RSS](#) feed to make sure you don't let a week go by without submitting a guess.

Inspirational Stories – the SMART Table

In the first post of the story series for the SMART Table on the [EDCompass blog](#), we share the story of Andrew, and how the SMART Table helped him to learn to spell and engage in learning with his classmates.

[Read the post.](#)

FEATURE ARTICLE

An Early Start to Engagement

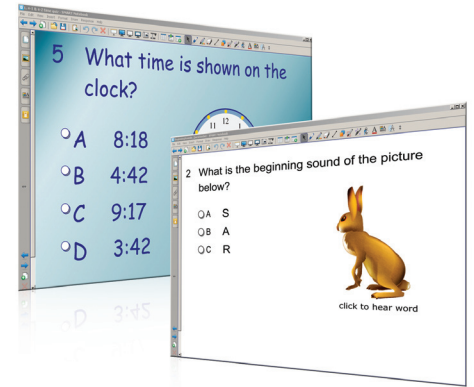


"Working by themselves, sitting at a desk, is not what 21st-century learners should be doing" is Diane Ireland's viewpoint.

And she should know. Ireland teaches a room of full of students who were born in the 21st century – they don't remember what it was like before iPods and Google™ entered classrooms around the world. [Read the full article.](#)

[Rate this article](#) ★

SMART Response Question Sets



Find a database of [SMART Response question sets](#) on the SMART Exchange website. The majority of the questions are correlated to state and provincial curriculum standards.

Try one of the following SMART Response question sets with your early education students.

Beginning Sounds

Prekindergarten and kindergarten students can learn to recognize the beginning sounds of various items. Sounds of letters S, M, A, R, T and B are tested.

Dressing for the Season

First-grade students can test their knowledge of months of the year, the seasons and the clothing that should be worn for each.

Mathematical Ideas of Place Value

First- and second-grade math students can test their ability to understand place value.

Capital Letters – Months

K–3 language arts students can test their ability to identify words and sentences that require capital letters.

Telling Time

Third- and fourth-grade students can test their knowledge of a.m. and p.m. and telling time to the hour, half hour, quarter hour and minute.

[Rate this column](#) ★

Jeff's SMART Notebook Tips



Each month in this column, you'll find a new tip from Jeff Taylor, Product Manager for SMART Notebook software. This month, Jeff talks about the new single-finger gestures now available in version 10.7 of SMART Notebook software.

Object flick

You can now flick an object across the page on your SMART Board interactive



whiteboard by touching the object with your finger and quickly sliding it across the interactive whiteboard in a flicking motion. As you slide the object, pull your finger off the surface of the interactive whiteboard to release the object and watch it slide it to the other side. The distance the object travels depends on the speed of your flick.

Page swipe

You can move forward or back between SMART Notebook pages



with the swipe of a finger. Simply touch a blank area of the SMART Board interactive whiteboard and quickly flick your finger within a small area. Flick your finger to the left to move forward one page or flick your finger to the right to move back one page.

Download SMART Notebook 10.7 software [here](#).

Rate this column ★

It's Not Too Late – Deadline For Applications Is March 31

SMART Exemplary Educator

Become a [SMART Exemplary Educator](#) and join this global network of teachers, administrators and technology coordinators who are transforming teaching and learning by using SMART products. We are accepting applications until March 31, 2011. If you'd like to join us, submit a reference letter from your school administrator and a video of yourself presenting a lesson that you created using SMART Notebook collaborative learning software.

[Apply now!](#)

SMART Showcase School

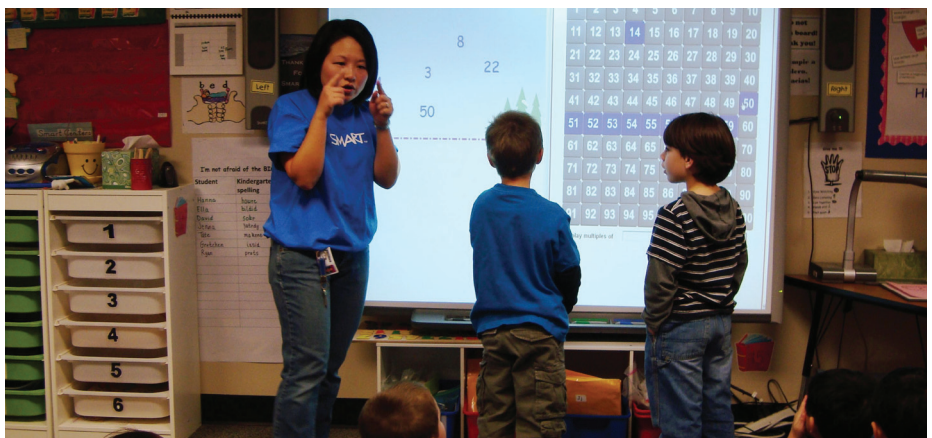
Is your school using [SMART education solutions](#) to make learning environments more dynamic and interactive? Then consider applying to become the next [SMART Showcase School](#)! Becoming a SMART Showcase School provides the opportunity for your school to be recognized for its innovative use of SMART products, share its success stories and serve as a host site for other educators who want to learn more about the benefits of implementing SMART products.



Visit the SMART Showcase School and District [page](#) on our website for more information and how to apply.

SMART SHOWCASE SCHOOL PROFILE

Learning How to Learn Together at Pattison Elementary



Learning together comes naturally to students in Jennifer Tang's kindergarten class. And the Pattison Elementary teacher knows her SMART Board interactive whiteboard is a big reason why. [Read the full article](#).

Rate this article ★

The Magic of SMART Notebook 10.7 Software

There's a reason that **SMART Notebook collaborative learning software** is used by over 4.3 million teachers around the world.

From its innovative tools like the **Magic Pen** to the wide array of content available in the Gallery, SMART Notebook software can help you create and deliver dynamic lessons using products like the **SMART Board interactive whiteboard** and **SMART Response interactive response systems**.

And the latest SMART product that SMART Notebook software is lending its magic to is the new **SMART Board 800 series interactive whiteboard**. SMART Notebook 10.7 software is now available, and it unleashes the full capabilities of the multitouch 800 series.

More possibilities with multitouch

SMART Notebook 10.7 may look the same as the software you've come to know and love, but the new version offers a more collaborative and hands-on experience – two hands to be exact!

That's because it supports the multitouch capabilities of the 800 series, enabling two people to work on lessons at the same time – anywhere on the interactive whiteboard surface – using their fingers, a fist or a pen.

With version 10.7, educators who use the SMART Board 800 series will be able to create and deliver SMART Notebook lessons that increase students' opportunities to collaborate on activities in ways that are both extraordinary and intuitive.

For instance, if a teacher and a student are working on a multitouch SMART Notebook lesson together, each has the freedom to choose to use either a finger or a pen, so if the teacher wanted to use one of the pens to highlight text, the student could be drawing a diagram in red digital ink using a finger – at the same time.

Lessons that move you

Zooming, flicking or scaling is a breeze with SMART Notebook 10.7. The software supports single- and two-finger touch gestures, making it easy for you and your students to interact with lesson content.

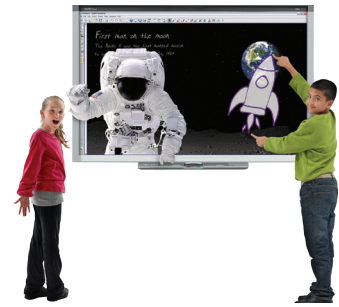
And if you have a 600 series interactive whiteboard in your classroom and would like to upgrade to SMART Notebook 10.7, you can use single-finger touch gestures, such as flicking, in your lessons.

Both 600 and 800 series users can enhance the appearance of their handwriting using a new SMART Notebook feature called the calligraphic pen. By selecting the calligraphic pen button, your writing will be automatically stylized into regular, sleek lines.

To upgrade to SMART Notebook 10.7, visit our [software downloads page](#).



Fast Facts



- **Award winning** – Rely on software that has received global recognition for its dynamic and intuitive interface. SMART Notebook software sets the standard for creating, delivering and managing interactive lessons within a single interface.
- **Multitouch support** – Experience multitouch without using a special operating system. Two people can collaborate on SMART Notebook lessons using the SMART Board 800 series interactive whiteboard. There's no separate multiuser mode or restricted user areas.
- **Intuitive collaboration** – Enable two people to instantly and easily work anywhere on the interactive whiteboard surface at the same time, using their fingers, fist or a pen. The software can distinguish between different actions, so it recognizes when you switch between using a pen, finger and eraser.
- **Gesture capabilities** – Use simple, intuitive hand and finger gestures to toss and rotate objects and pan across pages in SMART Notebook software. The software will also support single-finger touch gestures on SMART Board 600 series interactive whiteboards.
- **Works well with others** – Incorporate other SMART products, such as SMART Response interactive response systems or the **SMART Document Camera™**. This new version of SMART Notebook software is available for Mac and Windows® operating systems and offers you the same intuitive experience as with previous versions of the software.

A Quick Guide to Gestures



Discover some common touch gestures that you can easily incorporate into your teaching with SMART Notebook 10.7 software. Watch our short videos and read the descriptions to learn more.

- **Rotate an object** – Place two fingers on an object, and then move your fingers either clockwise or counterclockwise to rotate the object in that direction
- **Scale an object** – To increase the size of an object, place a finger from each hand close together in the center of the object, and spread out your fingers, maintaining contact with the interactive whiteboard. To decrease the size, bring your fingers back together.
- **Pan** – To pan across the page, separate two of your fingers on the same hand and slide them up and down or side to side on the surface of the interactive whiteboard
- **Page zoom** – Using an empty space on a SMART Notebook page, place a finger from each hand close together on the interactive whiteboard, and spread out your fingers, maintaining contact with the interactive whiteboard

Up Next

If you're a math teacher, you won't want to miss the next issue of *EDCompass* newsletter. The issue is dedicated to you and will be loaded with math content, tools, tips, resources and more.

Ask Jeff



Photo by: Jon Pernul. Photoshop by: Kevin Wibawa.

Are you interested in upgrading to SMART Notebook 10.7 software? [We talked to Jeff Taylor](#), Product Manager for SMART Notebook software and author of the monthly *EDCompass* newsletter column, *Jeff's SMART Notebook Tips*, to learn more about the new version.

EDCompass Why was SMART Notebook 10.7 software developed?

Jeff SMART Notebook 10.7 was developed to leverage the power of the new 800 series and provide multitouch and gesture support. That support is embedded and native in the software, so you don't require special operating systems. Teachers can already use some touch gestures in SMART Notebook if they have Windows 7, but we really wanted to provide our users with that capability across all operating systems.

EDCompass How will the added capabilities of multitouch and gestures benefit teachers and students working in SMART Notebook software?

Jeff The multiuser aspect offers improved collaboration. Students can work together and they can use whatever tools they want. So one student can use the creative pen to write or create shapes, whereas another student can use a finger to move objects around. And it can all be done independently, wherever they want on the interactive whiteboard – they are not constrained to certain spaces. And as far as gestures go, it creates a more natural way of interacting.

EDCompass For educators using SMART Board 600 series interactive whiteboards, what is the benefit of upgrading to SMART Notebook 10.7 software?

Jeff The benefit is that we've added single-touch gestures, such as flicking. We've also added the new calligraphic pen and, of course, overall quality improvements. With each release of SMART Notebook software, we try to improve the quality.

EDCompass How else will 600 and 800 series users benefit from upgrading to version 10.7?

Jeff – For teachers who aren't familiar with some of the capabilities of SMART Notebook software, a new tutorial file will give them a high-level view of some of the functionality. The tutorial file is available when you first start up 10.7 and is also available in the software's Help menu.

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